

Fundamentals of Micro Soccer

U6 and U8 Refereeing

The following is a basic primer for the parent refereeing U6 and U8 soccer, known as Micro Soccer. These basic rules will not only help you to better understand the game of Micro Soccer, but also increases your appreciation of the game of soccer as a whole. Remember, it is not the intention of our referees to rule with an iron fist. It is the job of the referee to make the game fun, and hopefully teach the children the basic rules of the game.

Length of the game

Each game is comprised of two halves with a five minute break between them.

U6 = 20 minute halves.

U8 = 25 minute halves.

There is no injury time and no stoppage of the clock.

Starting the game – the kick off

Every player should be in their own half of the field, the side with the goal they are protecting.

The defense should be outside the center circle.

The ball must roll forward into the opposing teams half of the field.

The player kicking off may not touch the ball twice; another player must touch the ball before touching again.

The ball can not be kicked directly into the opposing team's goal.

Opposing players cannot move into the circle until a second touch is made on the ball.

Ball in and out of play

The ball is out of play when it has wholly crossed the entire goal-line or touch-line, whether in the air or on the ground. Note: The player may make contact with the ball if out of the field as long as the ball is inside the field.

The ball is in play at all other times, including any rebounds from goal posts, crossbar, or referee or when a possible rule infraction has occurred, unless the referee stops the play.

Throw in

A throw in is awarded to a team when an opposing player touches the ball before it exits the field of play on either side-line.

The throw in should be taken from the point the ball exited the field of play.

The throw in should be delivered from behind and over the head.

Throughout the throw both feet should be on or behind the line and remain at least partially touching the ground.

The referee has the discretion to stop the play and show the player how to correctly throw in the ball, let the play continue, or turn the ball over to the opposing team.

Goal kicks

A goal kick is awarded when an offensive player touches the ball before it exits the playing surface over the defensive team's goal line.

The ball should be restarted from the six yard line. The ball can be placed anywhere along this line but try to put it to one side or the other.

Opposing team members should be at least three yards (U6) or four yards (U8) away from the ball.

Offensive players may be in front of the ball during a goal kick and can be moving at the time the ball is kicked.

Corner kicks

A corner kick is awarded when a defensive player touches the ball before it exits the field at their own goal line, i.e. the one they are protecting.

A corner kick should be taken from the corner of the field where the ball left the playing field.

The ball should be placed within or on the corner arc.

Defending players must be at least three yards (U6) or four yards (U8) away from the ball.

Free kicks

All Micro Soccer free kicks are indirect, meaning the ball must be touched by another player, either offensive or defensive before going into the goal. There are no direct kick penalty kicks.

The kick should be taken from where the foul occurred, unless the foul occurred in the goal area. If the offensive team commits a foul in the goal area, award a goal kick. If the defensive team commits a foul in the goal area, award a free kick on the six yard line close to where the foul was committed.

The ball must be stationary before the kick.

The ball must travel its circumference before it is in play.

The kicker cannot touch the ball until it is touched by another player on the field.

Defending players must be at least three yards (U6) or four yards (U8) away from the ball.

Drop balls

A drop ball occurs if the stoppage of play is caused by a non-rule violation such as injury or outside interference.

A drop ball should not occur inside the goal area.

Fouls

Fouls can only be committed by a player against an opponent while they are on the field of play while the ball is in play.

Major fouls must be intentional:

Kicking, tripping, or attempted tripping

Pushing, holding, striking or attempting to strike

Hand balls where an advantage is gained

Other fouls will require your judgment:

Violation of the goal arc (see below)

Inadvertent hand balls where no advantage is gained or in self defense

Misconduct (see below)

Misconduct

A referee may stop play due to demonstrations of misconduct such as name calling, using obscene language, spitting, taunting, unsportsmanlike conduct, etc.

Substitutions

A substitution may be made at any stoppage of play with the referee's permission including goal kicks, corner kicks, kick offs, and throw-ins.

Penalty zone : THE ARC IN FRONT OF GOAL

Coaches: Please make sure you follow this rule. It is an important topic to be covered at practices so the kids understand the rule.

If a player of either team receives the ball in the penalty area (the arc in front of the goal) at any point while it is in play a free kick is awarded to the other team.

If a defending player enters their own penalty area to prevent an obvious goal the goal will be awarded to the offensive team.

If an offensive player receives a pass in the penalty area a free kick is awarded to the defensive team at the six yard line.

If a ball comes to rest in the penalty area a free kick should be awarded to the defensive team at the six yard line.

You can only score from your opponent's side of the field.

For U8 only, the goalie is the only player that can touch the ball inside the penalty area.

Referee for U8 (7v7) including a goalie

The goalie is to be protected whenever possible.

The goalie is the only player that may touch the ball inside the penalty area.

The goalie must deliver the ball back in play as quickly as possible.

The goalie cannot touch the ball with his/her hands outside the goal box. If a touch is made, treat it like a hand ball and award a free kick to the offensive team where the touch occurred.

The goalie must contact the ball on or in front of the goal line. If the ball goes completely past the goal line, even if in the air, the goal is awarded to the offensive team.

The goalie cannot score on the delivery back into play. The ball must be touched by another player first to be counted as a goal.

There is no offside called in Micro Soccer.

Tips

Blow the whistle loudly and crisply.

Bring a watch and keep your own game clock.

Speak loudly and instruct the players what the call is and what is to happen.

Try to not allow the players to leave the playing field. You return the ball or ask for assistance from the other parents to retrieve out of play balls.

Keep the ball in play as much as possible.

Try to call the players by name.

Introduce yourself at the beginning of the game and tell the players how you will referee the game.

Position yourself on the field so you are participating in the action but are not in the way.

Bring appropriate shoes for running. The players do have cleats and you will need to move freely to referee well.

Keep the games on time for start time and half time so the day can stay on schedule.

Bring some water for yourself.